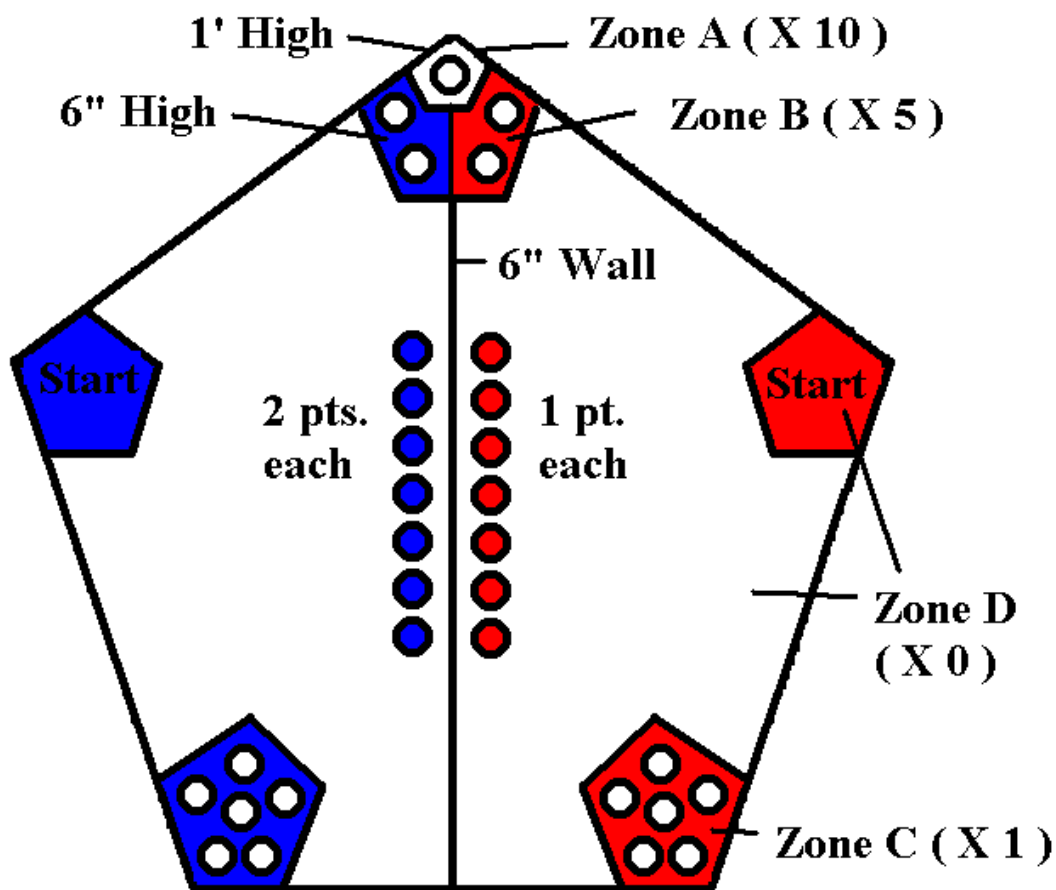


Pentagon Partido

The “Palaestra”



NOTE: Point values are from RED's perspective

1. Zone B is a plywood platform elevated 6" off the floor.
2. Zone A is a plywood platform elevated 6" off Zone B, effectively raising its top surface 1' off the floor.
3. The 6" wall dividing the two sides of the "palaestra" is a PVC pipe supported at no fewer than two points. This obstacle is physically separate from all zones, including Zone D (the floor).
4. Outer boundaries of the pentagonal "palaestra" and zones are marked with tape.
5. Sides of the palaestra are 8', sides of Zones B, C, and the Start section of Zone D are 2', and sides of Zone A are approximately 1' in length.

The “Partido”

1. Robots begin in the pentagonal sections of zone D labeled “Start”.
2. Robots collect PVC cylinders from the center of the playing field and release them in marked, circular targets within zones A, B, and C.
3. After five minutes, the round is over, points are tallied, and the robot with the most points wins.
4. Each team will compete in a minimum of two matches in the format of a double-elimination tournament - if a team loses twice, they are knocked out of the tournament. The number of points scored during the matches will not be considered as qualification points outside the match - the object of each match is to WIN THAT match.

Scoring

1. At the end of the match, points are tallied and multipliers are awarded.
2. Cylinders from the team’s side of the playing field are worth 1 point each for that team, while cylinders from the opposing team’s side of the playing field are worth 2 points each for the same team.
3. Cylinders only count as points if they are standing on end and are completely within the marked, circular target inside a zone. Cylinders may be supported by a robot from the side, but the bottom of the cylinder must be in contact with the carpet on at least one point.
4. Each point in Zone A is multiplied by a factor of 10.
5. Each point in Zone B is multiplied by a factor of 5.
6. Each point in Zone C is multiplied by a factor of 1.
7. Each point in Zone D (not in any particular zone) is multiplied by a factor of 0 (no points are awarded).
8. Multiplied point values from each zone are added up to yield the adjusted, final score. The team with the greatest final score wins the match.
9. Ties will be broken in favor of the team meeting the following criteria in order of priority:
 - a. Greatest number of points in Zone A
 - b. Greatest number of points in Zone B
 - c. Robot battle (first to be incapacitated loses the match)

Specific Rules

1. Matches will last for five minutes unless both robots are judged to be incapacitated simultaneously for a period of one minute.
2. Team members associate with a robot that damages, marks, or otherwise visibly affects the “palaestra” carpet in any way will be ostracized most severely.
3. If a robot crosses the outer boundary of the pentagonal “palaestra”, it will be physically removed from the “palaestra” for a time of 10 seconds and then replaced outside the boundary approximately where the robot was judged to be out-of-bounds.
4. Robots may not score points while out-of-bounds.
5. Robots judged to be maliciously attacking the opposing robot DURING a match will be disqualified.

Robot Restrictions

1. Your robot must be constructed using only components granted to you (**your existing robot, one extra drill motor, one hobby can motor, one servo, one motor with gearbox, and some essential electronics components**) and other materials found in the shop. There will be no team “budgets” this year due to financial limitations, although extra items MAY POSSIBLY be distributed over the next month.
2. The only size requirement is that all contact points between your robot and the ground must initially fit within the “Start” section of the Zone D. There are no height limitations other than the physical limit presented by the ceiling.
3. There are no weight restrictions.
4. Robots may not pose a considerable physical threat to humans (no evil war-machines.)